

CHANGES TO THE MANUAL FOR VERSION 2.0 ONLY

NOTE: Changes are printed in *italics*

PAGE 10: The end of the first paragraph should be modified to read:

"Their presence in your quadrant can be detected by your sensors due to their disturbance of the space-time continuum, but their exact position *is usually only* determined by accidentally colliding with or shooting them. *However, the warping of the space-time continuum by their invisibility screen uses tremendous energy and it is difficult to maintain a stable condition. Consequently, your short range sensors may occasionally detect a slight disturbance, which will appear as a momentary flicker on the Tactial Display of the sector containing the Zaldron. Since the Zaldrons use so much energy to stay invisible, if they stay in your quadrant long enough, they will get so weak that they will become visible and be unable to move.*"

PAGE 12: The second paragraph should be changed as follows:

"... promoted to Lieutenant Junior Grade (*Lt. JG*). *To be promoted from Lt. JG, you must complete at least three missions (at Level 2) with an overall efficiency rating of 75 percent.* From then on, to be promoted..."

PAGE 13:

"... IBM Personal Computer or equivalent with at least 96K (Version 1.0) or 128K (Version 2.0)..."

PAGE 14: In the third paragraph, delete the sentence:

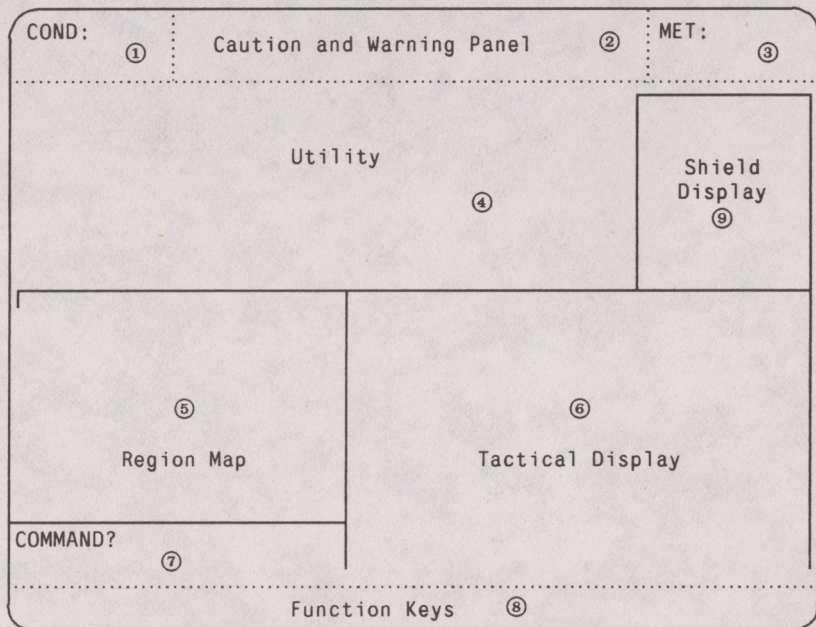
"STAR FLEET I will always load all three ... sign-on option)."

PAGE 15: See separate sheet titled "Setting Up Your Playing Diskette"

PAGE 17: Version 2.0 requires 128K, not 64K.

Changes to the MANUAL for Version 2.0 (Continued)

PAGE 21: The screen format figure should be modified as follows:



PAGE 22: The following changes should be made:

Area 3: MET - Shows the current Mission Elapsed Time (*i.e.*, how many star days you have spent so far). The symbol next to the MET is explained on page 74.

Area 9: Shield Display - Shows graphically the relative strength of your shields. The relative intensities are:

	high intensity or yellow: maximum (2000 units)
	solid (brown or yellow): 1500-1999 units
	: 1000-1499 units
	: 500-999 units
	: 1-499 units

A "↓" symbol (high intensity or red) appears in the shield display if your Shield Control is knocked out.

Changes to the MANUAL for Version 2.0 (Continued)

PAGE 32: The "Rank" and its description in TABLE VIII should be replaced by:

<i>Prj Rtnng</i>	<i>Your projected efficiency rating</i>
------------------	---

After TABLE VIII, add the following:

*The projected efficiency rating (Prj Rtnng) takes your current "kill rate" (see p. 74) and projects it to the end of the mission, and then uses this information to calculate your final efficiency rating. This assumes that you will not do any of the events listed on page 73 that modify your rating. The closer you are to the end of the mission, the more accurate the projected rating will become. Early in your mission, it may fluctuate a lot and should not be considered accurate. There is a more detailed description in the **Officers Academy Training Manual** on how the projected efficiency rating is calculated.*

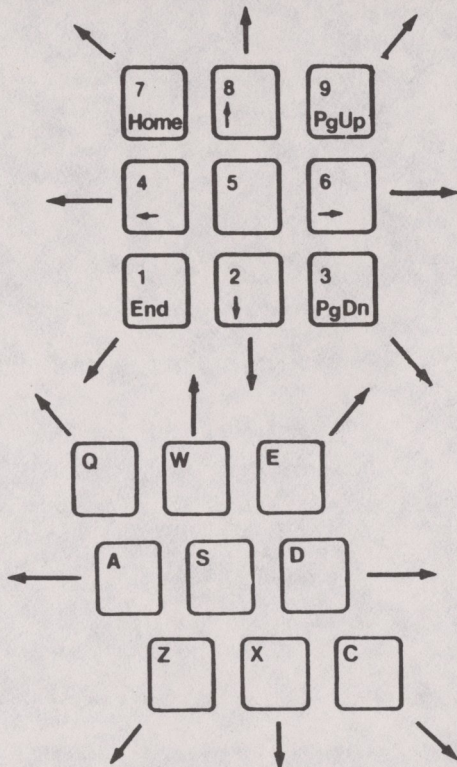
PAGE 37: Add to the bottom of the page:

If you travel across several quadrants (high C-Factor), you may stop up to three or four sectors from the sector for which you targeted. The error is due to navigation dispersions that occur during hyperspace travel over large distances.

PAGE 42: Add the following to the second paragraph (the one describing *manual mode*):

You can input the target sectors by typing in the sector location at the prompt or you can use the target designator. The target designator appears on the Tactical Display as a reverse video block (or a green background block on color monitors), that is located initially on your own ship sector. The target designator can be moved anywhere in your Tactical Display by using the numeric keypad or alternate keys as shown in the following diagram.

Changes to the MANUAL for Version 2.0 (Continued)



You select the designated target by pressing <ENTER>. The target designator block will stay on the sector selected (on color monitors it will change to magenta), and a new one will appear on your ship symbol, ready to be moved to the next target. After all targets have been selected, the designators will disappear.

PAGE 45: Replace the following sentence:

"It allocates 800 units for each Krellan . . . all shields."

with

"It will raise your shields evenly into Maximum Strength configuration (see p. 39)."

Changes to the MANUAL for Version 2.0 (Continued)

PAGE 46: Insert the following in the third line of the text.

" . . . asked by your computer. You can use either manual input or the target designator (see p. 42). The designator will initially appear on the default quadrant and then sector. If you have selected a quadrant other than your current one, the Tactical Display will temporarily be cleared of objects until you have selected the target sector in the new quadrant. When entering the quadrant location . . . "

PAGE 50: Insert the following in the third paragraph.

" . . . wish to bring in with your tractor beam. You can do this by either typing in the sector coordinates, or using the target designator that will appear on your ship symbol in the Tactical Display (see p. 42). When you have a vessel . . . "

PAGE 51: Add the following to the end of the first paragraph.

" . . . you wish to board. You can do this by either typing in the sector coordinates, or using the target designator that will appear on your ship symbol in the tactical Display (see p. 42)."

Add the following to the end of the second paragraph.

" . . . vessel in tow. After your marines have captured a ship, all the power remaining in that ship will be transferred to your own power reserves."

PAGE 53: Make the following change in the last paragraph.

" . . . After entering the number of mines to be laid, you will automatically be transferred to Target Calculator so you can designate your destination for movement. From Target Calculator, you can be directly transferred to Navigation Control. There are no restrictions as to . . . "

PAGE 66: Add the following paragraph.

Starbases can regenerate their power, but only very slowly. Solar energy helps regeneration, so the more stars there are in the quadrant, the faster starbase will regenerate its power.

Changes to the MANUAL for Version 2.0 (Continued)

PAGE 73: Make the following change.

"Prisoners delivered to starbase (each) 1.0008 (+ .08%)"

PAGE 74: Add the following.

THE TIME FACTOR

Next to the MET number of days in the upper right of your screen is a symbol indicating how well you are doing for time, based on your "kill rate" (number of enemy eliminated per day of elapsed time). This is referenced to the required kill rate to complete your mission in exactly the time allotted.

↑ means you are ahead in time (kill rate is high)

↕ means you are close in time (kill rate is close to required)

↓ means you are behind in time (kill rate is low)

*When you only have 5 days left in your mission, you will receive a **TIME WARNING** message, and your MET value will turn high intensity (red on color monitors). When you only have 2 days left, you will receive a **TIME CRITICAL** message.*

PAGE 96: Make the following changes:

CYGNUS PRODUCT WARRANTY

"... under normal use for a period of *one year* from date of purchase."

PRODUCT REGISTRATION

- All registered owners will be sent the Star Fleet Officers Academy Training Manual free of charge.*